



## Extended Championship Lode Runner Tips & Tricks

On disk 1A you can find short instructions, a list of all keys used in this game. Here now a few hints and cheats for all levels, which were written in summer 1985, while we've listened to a lot of music from New Order and Tears for Fears:

(Much fun wishes Browny, may 1997)

Please excuse my bad english, school-time is long ago and I didn't even get good marks!

### Level 1: Pah-easy

Track/Sector 0300

Author: 808



This beginner-level doesn't need any hints anyway, because it's very easy to play. You have to find the right height on the ladder beside the 'T' and you should get rid of your opponents somehow.

**Level 2: Clairvoyant**

T/S 0301

Author: 808



Walk above the opponents to one of the left platforms, wait and look out for the pitfalls, which, I must confess are placed a bit mean.

**Level 3: Nothing about**

T/S 0302

Author: 808



From the opponent jump onto the upper 'E', dig and wait until the opponents stand still. You have to take care that none of them has got a piece of gold yet, before you decoy them into the

'H' and walk into the right part of the scene; otherwise it will really get hard to solve this level!

**Level 4: Lets go crazy**

T/S 0303

Author: Prince

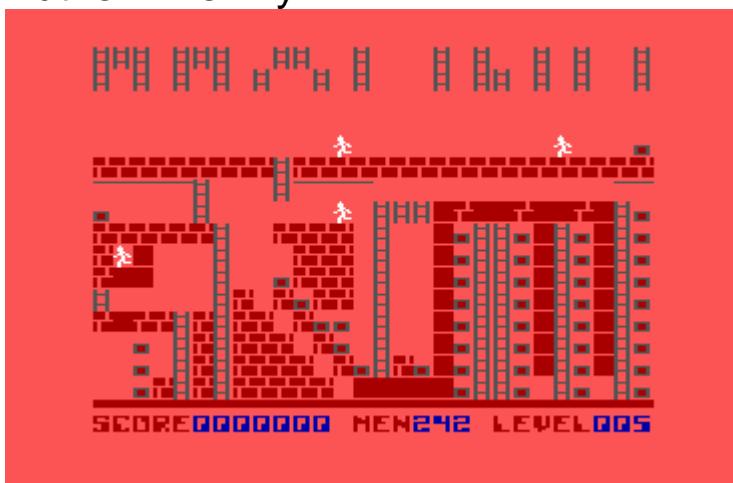


Decoy the opponent until he falls into the 'R', but don't forget to Get the gold from him before!

**Level 5: Half a Browny**

T/S 0304

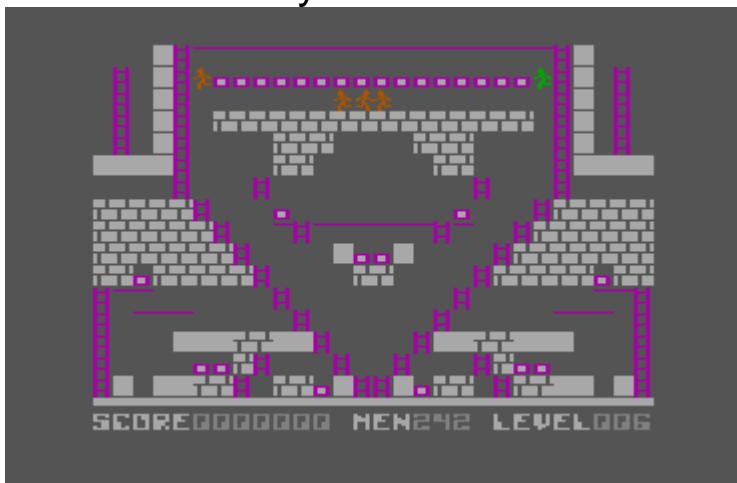
Author: Browny



Try to shake off the opponents: either you have to stay on the ladder that they walk to the right or decoy one of them into the pitfall ...

**Level 6:** Yeah - Victory  
Authors: Browny & Prince

T/S 0305

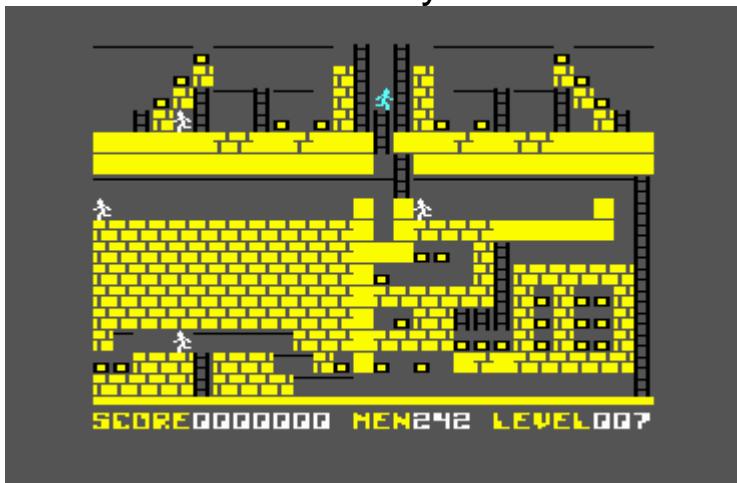


First take the two pieces of gold in the middle, if that works decoy one opponent exactly there instantly. Then decoy the Other opponents into the belowest holes.

For the big digging of the walls on left and right from the 'V' you Must unconditional begin with the utmost left stone in each case!

**Level 7:** Time is Live  
Authors: 808 & Browny

T/S 0306



Go a bit downstairs first. For the walls beside the starting-ladder the following procedure is valid:

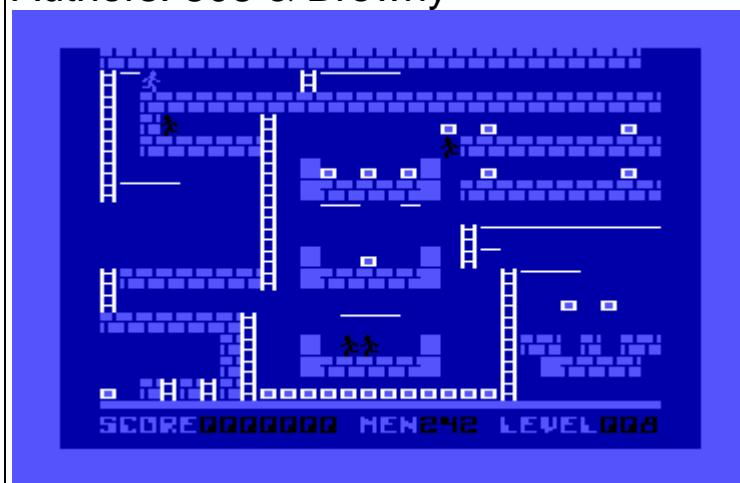
At first (of course) dig the upper stone, wait a little while and dig the stones under the upper one. Then you can walk over the meanwhile regenerated stone.

The belowest opponent should be killed at last.

## Level 8: Fall Guy

T/S 0307

Authors: 808 & Browny



With a little trick you can decoy the opponent staying in the right below area into the left pit whilst you let yourself fall into the right pit, but (of course) not without to dig yourself a way to escape.

The goldpieces in the middle of the scene are allowed to pick up only at the end, otherwise ...

## Level 9: Guided Ladders

T/S 0308

Author: Browny

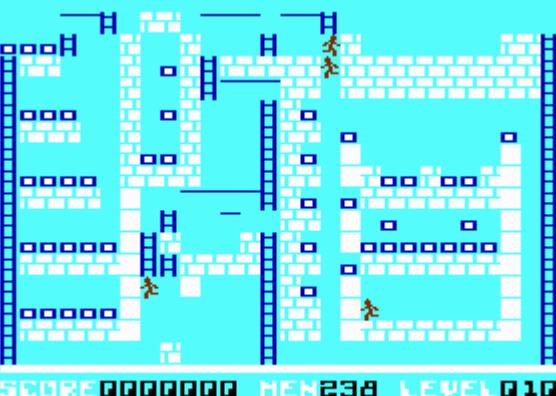


The opponents only jump off the ladders if you leave goldpieces on the outer left or right side.

**Level 10: Los Paul**

T/S 0309

Authors: 808 &amp; Browny &amp; Prince



Decoy the opponents into the upper right pitfall, so you can fall down again, while staying on them.

**Level 11: Digger Barnes**

T/S 030A

Authors: 808 &amp; Browny &amp; Prince



The opponent with the gold mustn't fall to the right side.  
Below you have to dig verrry fast, otherwise you'll get captured.  
You have to make the opponents fetch the gold from above (kill them and find the right position for yourself).

## Level 12: Confusion

T/S 030B

Author: 808



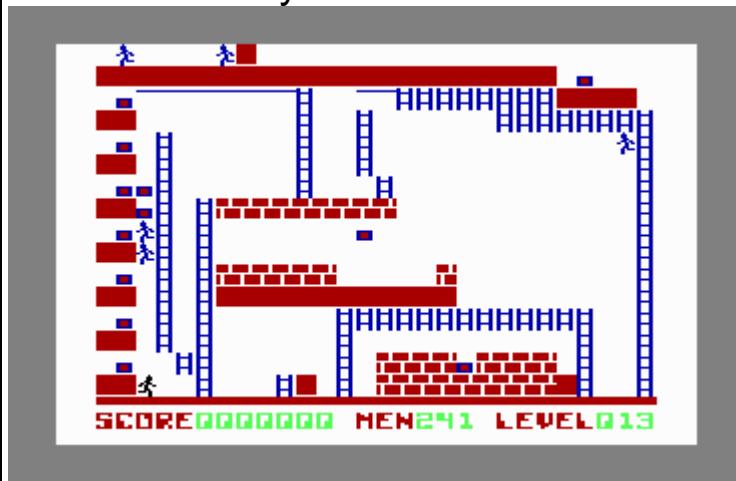
You have to decoy the opponents into the center of the scene. There is the only possibility for them to fall and to lay down the gold. They will only do that, if they don't climb to the end of the Ladder, to the ground.

Everything else depends on your own self-control resp. Your ability to control the keyboard resp. Joystick.

## Level 13: The Decoy

T/S 030C

Author: Browny



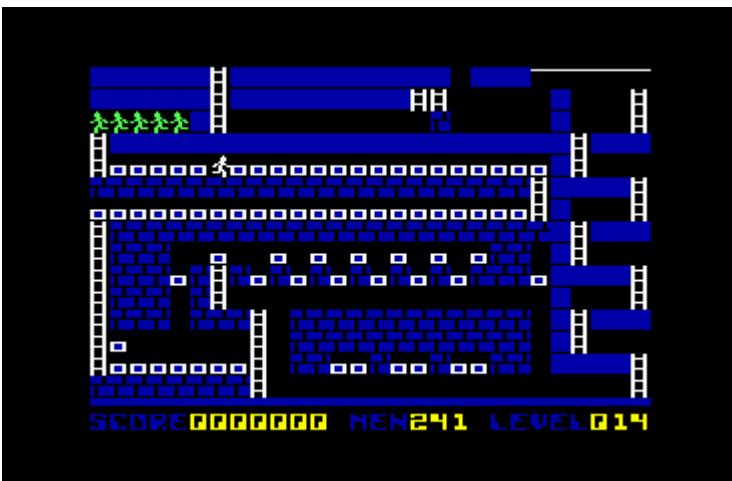
The gold in the middle of the playground lies below a pitfall. You must convince an opponent to go exactly there, to make him take that gold. Then you can kill him and you know, that then the gold becomes automatically yours.

You have to complete the left half of the scene before you enter the right half!

**Level 14:** All killed

T/S 030D

Author: 808



Immediately to the right and the ladder downstairs. Dig on the left side of the ladder and fall down. There: Wait!

Fall further and walk left, circa two stones.

Deliver the right opponent and kill him. Deliver and kill the upper left opponents successively. Kill the below opponent, but get his gold first!!

**Level 15:** U took 3.06 min

T/S 030E

Author: Prince



Push the trigger down immediately!

The rest is the usual dig, decoy and shoo away game.

(The right hole below fits better to an opponent than to you – naturally.)

## **Level 16:** Face to Face

T/S 030F

Authors: 808 & Browny & Prince



Walk upon the opponents to the right and clean the „mouth“. Climb to the upper ladder of the right „eye“, dig right and when a single opponent comes walk upon him and shake off the other one.

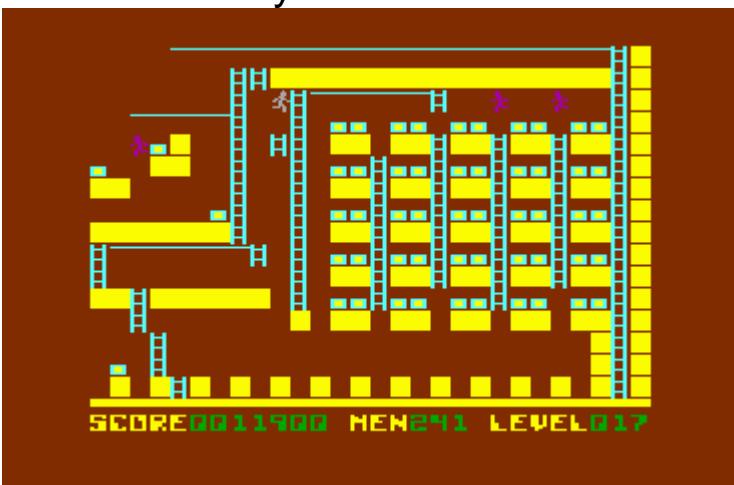
Deliver the so caughted opponent and get the gold, so to speak, over him.

Do not jump off, deliver the opponent first and so on ...

## Level 17: Blockrunner

0400

Author: Browny



Decoy the left opponent into the hole on the right side of the gold by climbing the ladders completely down, after you've stolen the opponents gold.

### Level 18: Insert Disk

T/S 0401

Author: Prince



This level should be solveable without any tips.

### Level 19: Tomb of Gold

T/S 0402

Authors: Browny & Prince



The right opponent must fall into the lowest right hole without the gold!

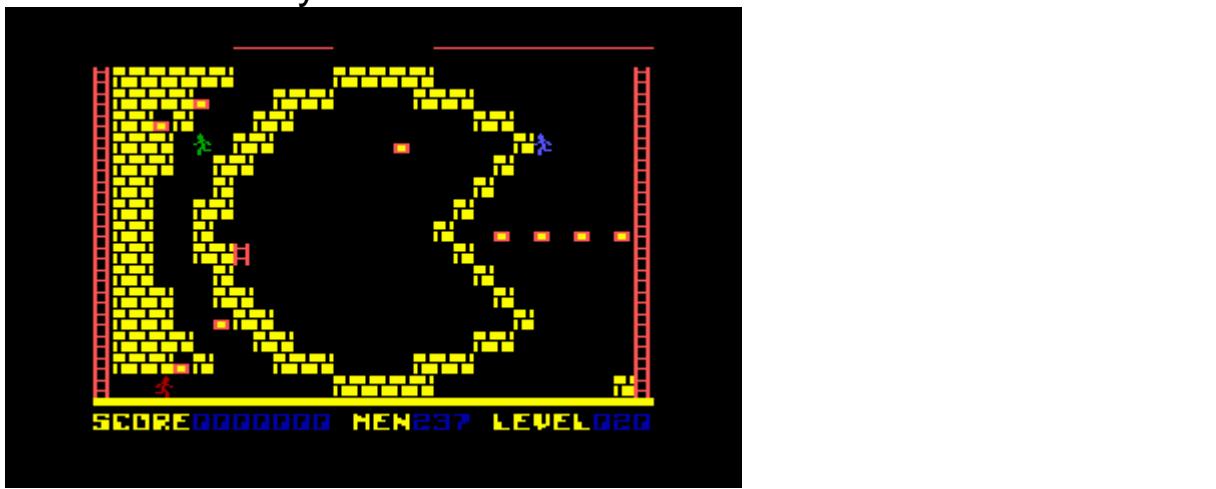
Left walls: Dig 2 down, above dig 2, dig 2 down, climb up and Let yourself fall down ...

Left opponent: Open the wall, wait on the little piece of ladder, tidy up and whoosh – ready!

**Level 20: (B)eat it**

T/S 0403

Authors: Browny &amp; Prince



Well, who has done it until this level makes himself ridiculous  
If he needs tips. Ramba Zamba Zazotti.

**Level 21: Pitfall Harry**

T/S 0404

Author: Browny



Take the upper left gold before you kill an opponent.  
Outer right wall: Dig until the last but one stone, go up again,  
dig  
the two upper stones, climb down again and dig the last but one  
stone, climb up again and let yourself, bathed in perspiration,  
fall. Gasp!

## Level 22: Golden Gate

T/S 0405

Author: Browny



Press CTRL R (PC Keyboard: Strg R), to change digging direction.

## Level 23: Dont look back

T/S 0406

Authors: 808 & Browny



Take the gold beside the ladders first in order to prevent the gold taken from the opponents.

Solve the left side of the scene first.

You're able to get the gold on the „leg“ whilst you decoy an opponent onto the „head“ and let him fall into a digged hole, then you can walk upon him. The opponent will follow you: If he falls onto the two hanging pieces of ladder, wait until he is underneath you, then you can walk over the (now falling) opponent onto the „leg“.

## Level 24: Perfect - but ...

T/S 0407

Authors: Browny & 808 & Prince

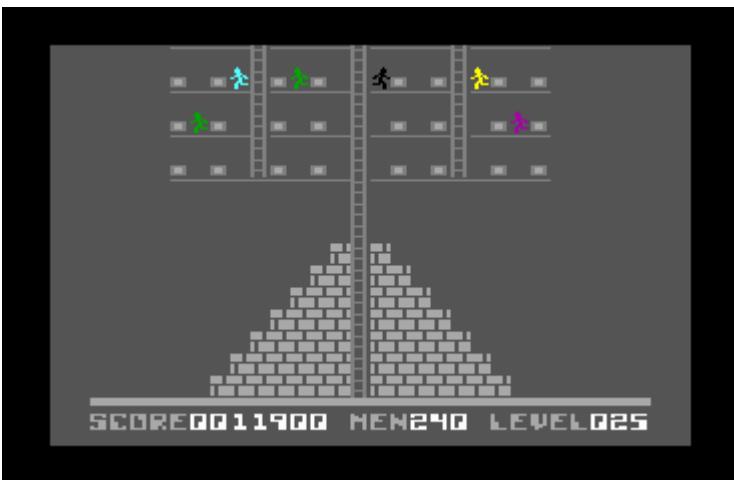


Run the the right ladder directly (as fast as you can). It's very close but you'll reach the ladder sooner than the opponent. For the first „diggingthru“ you must take care very strict, not to do something wrong and catch yourself. The actual highlight in this level is the second „diggingthru“ thru the `funnel`. The time is measured so close, that you can only reach the bottom if you don't dig in front of you but behind you. So you've to use the CTRL D (Strg D) key again. You can pass by the last opponent if he is just falling. Obviously one of the hardest levels.

**Level 25:** Clean Antenna

T/S 0408

Author: 808

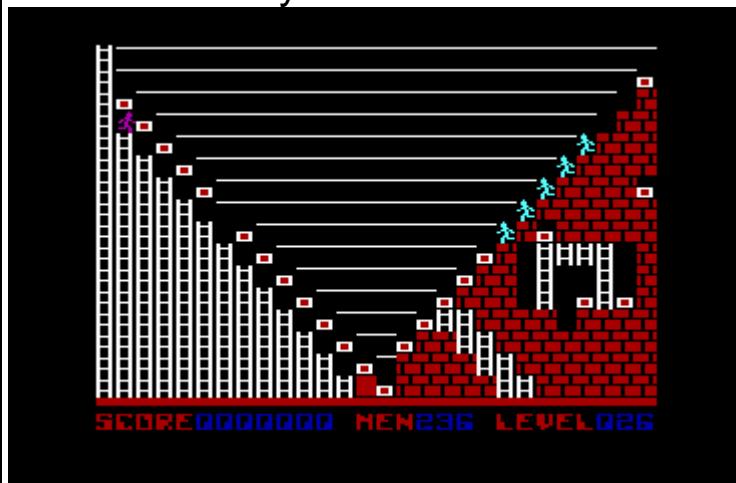


Decoy the opponents piece by piece (both, left and right) down.  
At the end you must get the opponents gold by killing them  
(below)

## Level 26: Hektik

T/S 0409

Author: Browny



At first: Climb directly to the eighth pole (counted from below). From this position you must decoy an opponent without gold into the hole down below.

After that, without wasting time, you must fetch the two gold-pieces on the outer right side of the scene.

At the end: Dig the stones immediate beside the opponent who is captured in the hole (it's not easy – I know) and run, by using the notorious eighth pole, to the „laddertunnel“ (middle-right-below). Stay there on the lowest position – the opponent should therefor „commit suicide“ and the gold is yours.

Attention if it doesn't work: The opponents mustn't move to far to the right side!!!!!!

One of the hardest, may be the hardest level of Extended Championship Lode Runner.

You may be proud if you managed this level. I even didn't manage this level without beeing in trouble.

## Level 27: Serpents Star

T/S 040A

Author: Browny



Deliver one of the left opponents. Climb the ladder down to decoy him in one of the upper holes.

The last opponent: You must be decoyed by him by climbing on the same ladder.

The opponent who stays within the serpentine at the beginning, should be decoyed to the right (as far as you can).

On the way back you can pass the opponent best in the upper Regions.

## Level 28: Hi Operator

T/S 040B

Authors: 808 & Prince

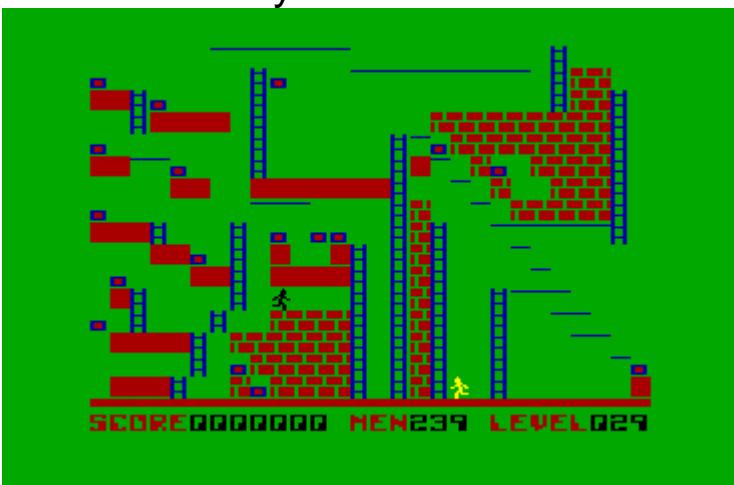


Dig directly two holes as far right as possible and walk right.  
Stay on the ladder so that the opponents move left.  
You can get the gold within the „sand-glas“ whilst you stay on the ladder there so that all opponents go to the right and stand together.

## Level 29: Nothing new

T/S 040C

Author: Browny



Just don't get nervous.

## Level 30: CTRL-D

T/S 040D

Autoren: 808 & Browny & Prince



Because this was (of that time) in our opinion the absolut hardest level, now some hopefully revealing tips:  
Concentrate on whose taking pieces of gold.  
Decoy two opponents (one after the other) into the left part of the scene to get them into the left hole to take the last gold.  
(⇒ you must find the right position on the ladder).

Nothing goes without changing the digging direction. You'll know when the time has come to use the CTRL D – key.  
First upper right: Let the right brown opponent move one step to the right, fetch the gold.

Fetch all opponents carrying gold up and pull them with you onto the ladder, then either decoy them in one of the three upper holes or decoy them into the left part of the scene.

To get the last gold lying within the left part of the scene, all oponents have to stay in that part alone. You have to stay on the concrete-block (the stone you cannot dig)!

Did you understand everything?! – I didn't.

## Level 31: Demo Detlef

T/S 040E

Authors: Prince & (Browny & 808)



Sly Lode Runner surely recognized immediately: „Man, this is the Championship Lode Runner demo-scene!“

Right observed, but this level is not so easy to manage as the demo wants us to suggest:

Dig directly right and walk upon the opponents to the ladder on the right.

Kill the opponents and decoy them into the upper right holes.

Dig two stones at the slope with the gold-pieces and take one opponent with you down, then you've to find the right position on the right ladder, that makes the opponent walk to the other direction. In doing so he should lay down his gold, then you can kill him.

## Level 32: Stonebreaker

040F

Authors: Browny & Prince



The time in this level is measured very close (exactly). If you hesitate a little, break off your try and start again. Because there exist some mean pitfalls in the right part of the scene you must drill off the wall upon the little piece of ladder, jump on the ladder, because left beside is a pitfall, take the two gold-pieces (get the one left above first!) and over the little ladder-piece fall onto the remaining gold.  
The rest is easy.

### Level 33: Paris Chase

T/S 0500

Authors: Browny & Prince (& 808)



Get the gold, on the right ground, directly and collect all gold-pieces of the right side. Kill the opponents, so that they stick up right. The gold underneath the Eifeltower is available when you play a bit with the there resident opponent.

On the left side you can make him fall onto the gold, on the right side you can kill him.

**Level 34: Killing Joke**

T/S 0501

Author: Prince



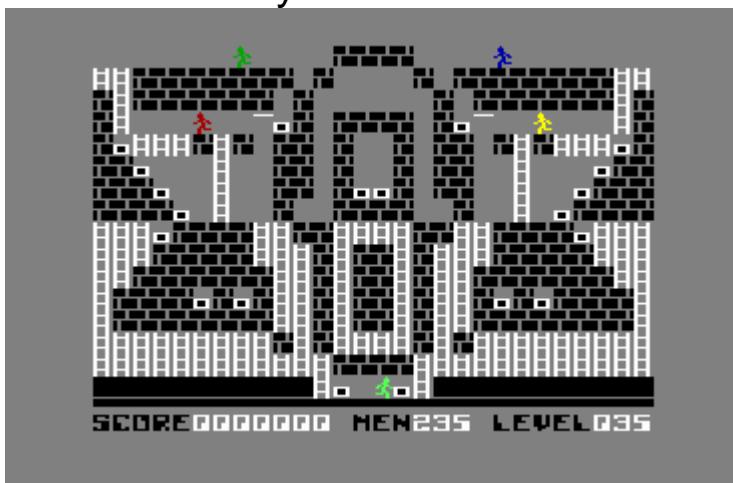
Don't take the gold that's hanging in the air, an opponent should

walk there, that you need afterwards to get to the both left gold-pieces. Three opponents let themselves decoy below: Dig four stones below right.

**Level 35: Inverter**

T/S 0502

Author: Browny

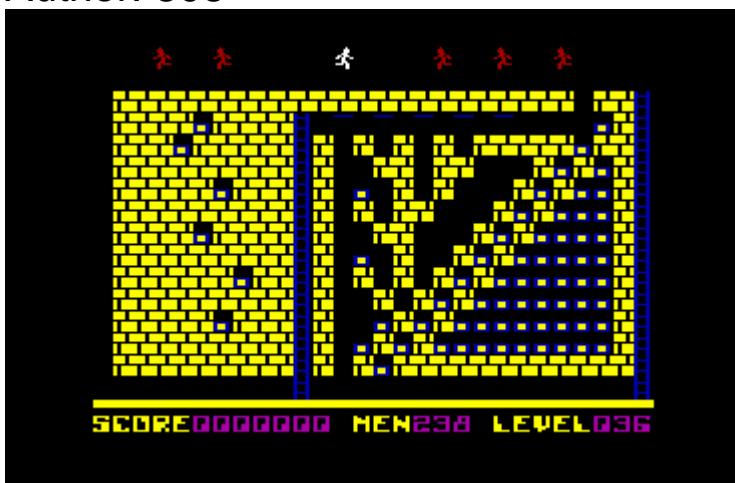


Go up the right ladder directly und kill the opponents there.

**Level 36:** Geometrics

T/S 0503

Author: 808



Decoy the opponents into the holes; ther must fall an opponent  
Into the outest left hole.

Use the opponent that has fallen into the right hole to get to the  
upper left side (walk above him, when he is just falling), then  
you're able to get the left gold-pieces about the ladder.

**Level 37: Ant-Hill**

T/S 0504

Author: 808



The tricky thing of this level is, that ladders and opponents have got the same colour and that you cannot dig anywhere!

The scene is so difficult to survey that I can't give you any tips. So the motto is: Just start to play and hopefully with enough lives in your hand.

**Level 38: Playground**

T/S 0505

Author: 808



Catch the black opponent down left. That he should not call a gold his own is clear, isn't it?

The red opponent must stay on the left side too!

You get the other opponents by killing them on the left side.

**Level 39: Haarausfall**

T/S 0506

Author: Spider

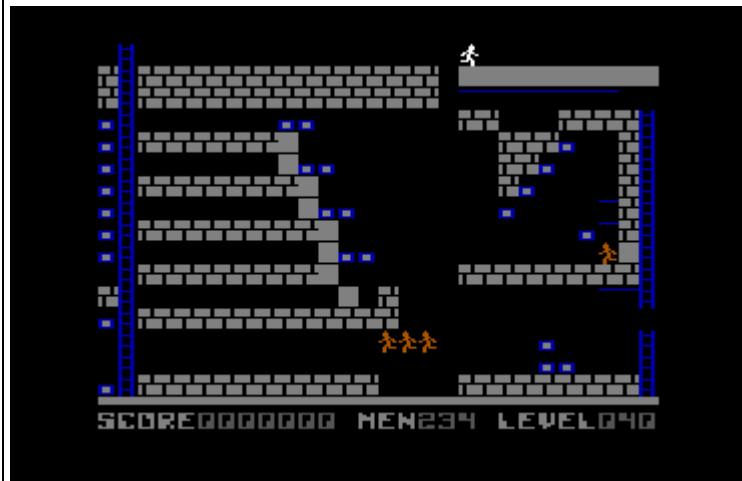


Dig right directly and kill the opponents. About the left ladder you can kill the remaining opponents. At the end kill the opponents on the outer right side one after another.  
KILL, KILL, KILL !!!!

**Level 40: You need them**

T/S 0507

Author: Prince



To get an opponent into the left side you have to dig exactly seven stones, decoy the opponent to the left rapidly, very fast you must dig one stone again and decoy him further to the left. You mustn't take the upper gold, so that the opponents jump into the hole again and again.

**Level 41: Buddhas Riddle**

T/S 0508

Author: Browny



Take care that none of the opponents jumps into the „scale“.

**Level 42: A.E. Neumann**

T/S 0509

Author: Spider



Kill two or three opponents, then decoy them into the right „ear“.

**Level 43: Nur ein Traum**

T/S 050A

Authors: Spider (&amp; 808)



Dig directly right, so do with two stones further right and dig to The ground.

Decoy only one opponent! The other one has to stay at the outer Right ladder.

**Level 44: Musenruessel**

T/S 050B

Author: Spider



First let the left opponent come down. Then you have to be at the top before the other two opponents are, that means you're Not allowed to waste the slightest piece of time. Decoy these opponents up, walk above them and decoy them into the „labyrinth“.

**Level 45: Mad Rounds**

T/S 050C

Author: Spider



No tip. The A-Team rules!

**Level 46: Stereo Play**

T/S 050D

Author: 808



Even without tip to handle - you're a professional meanwhile.

**Level 47: Monsterhunt**

T/S 050E

Author: Prince



There are black opponents in the four holes. But difficult is to get the gold left beside the white opponent. If you kill him, he automatically falls into the hole with the gold. If you dig the both Right stones and climb directly up you can dig a hole right beside the opponent and kill him, but not before the end. Actually this level doesn't need a tip.

**Level 48: Buddhas Temple**

T/S 050F

Authors: 808 &amp; Browny

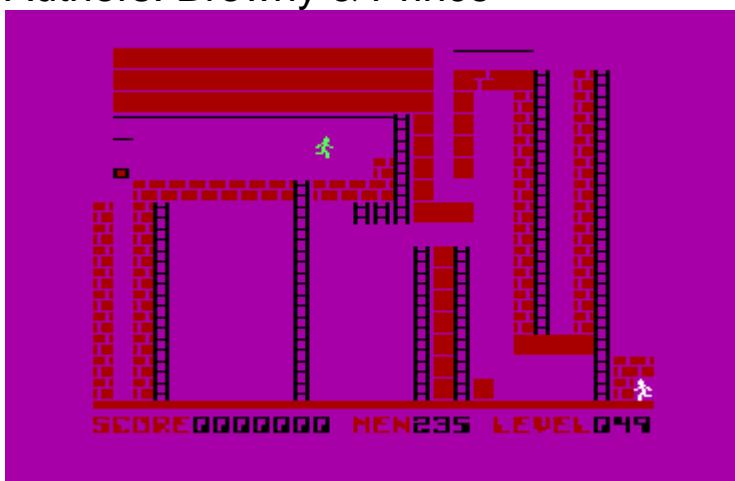


Close to the end again a very easy level to take a rest.

## Level 49: Einen noch

T/S 0600

Authors: Browny & Prince



Kill the opponent on the left ladder and hope that he arises new  
On the left side. You should hang on the pole above the gold  
before.

Unfortunately the opponent not always arises on the left side,  
so that you can loose some lives without your own fault: a  
worse accident-level – sorry!

## Level 50: Keep cool

T/S 0601

Authors: Browny & 808 & Prince



As the name of the level says you should play! It's not very hard  
to play, you've just to stay cool.

Now you can contact The A-Team and get your Extended  
Championship Lode Runner certificate.

You are allowed to be proud that you've achieved something  
really useful for the first time in your life!